

SORTS OF THINGS AREN'T IMPORTANT TO THESE STUDENTS, AS THEY'RE LIKELY TO BE IN A POSITION TO "USE PEOPLE" IN THE FUTURE ANYWAY.









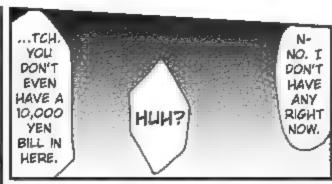




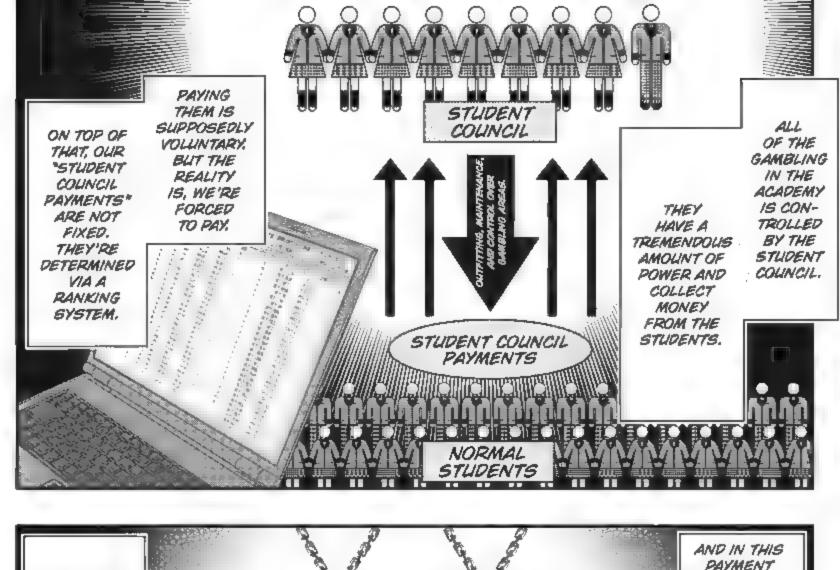










































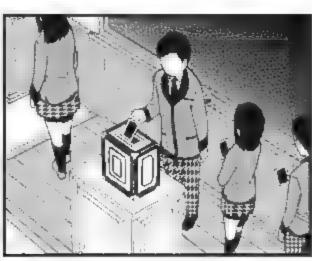




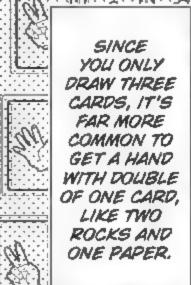














IN
THIS GAME,
IT'S PRETTY
RARE FOR
YOU TO HAVE
ALL THREE
CHOICES IN
YOUR HAND.

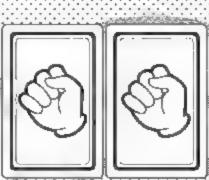


FOR
EXAMPLE, IF
YOU'VE GOT TWO
ROCKS IN YOUR
HAND, THERE'S A
POSSIBILITY THAT
ROCK IS THE
MOST COMMON
CARD IN THE
ENTIRE BOX.



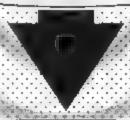








READ THE BALANCE





IN
THIS GAME,
THAT'S THE
SORT OF
UNCERTAIN
READING YOU
HAVE TO BASE
YOUR DECISION
ON.

...SO THAT
MEANS THAT
THE ODDS YOUR
OPPONENT WILL
PLAY ROCK IS
HIGH, SO YOU'D
WANT TO PLAY
PAPER...







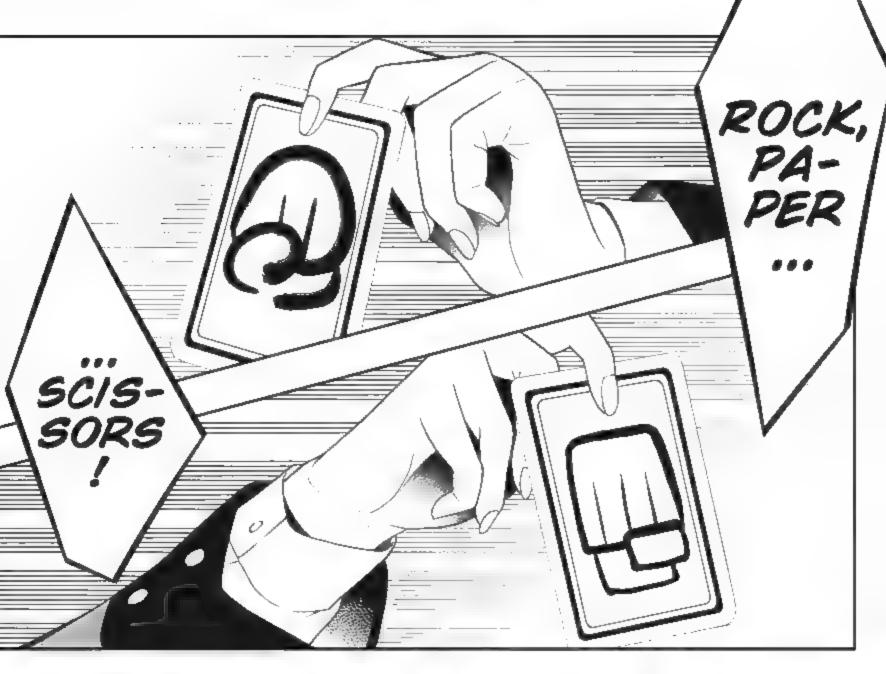


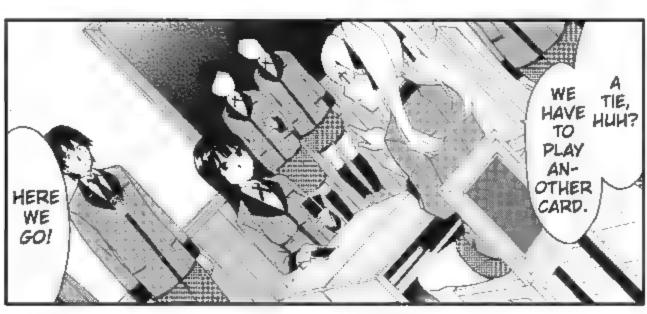








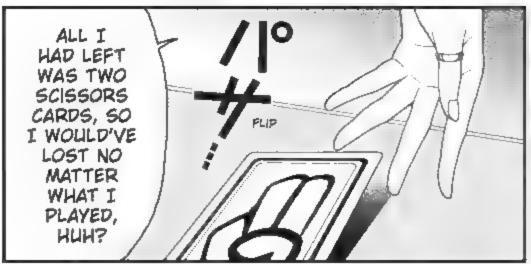






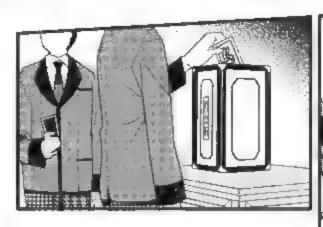


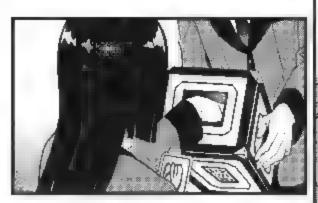
















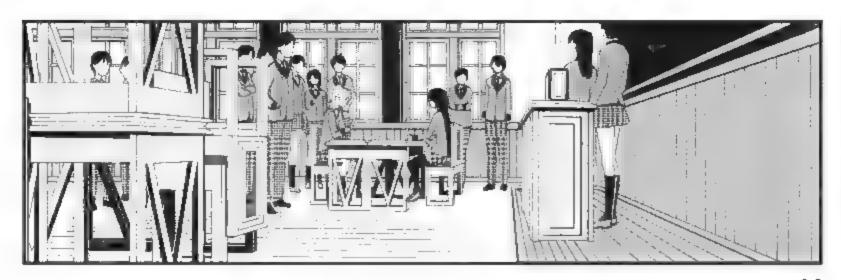


























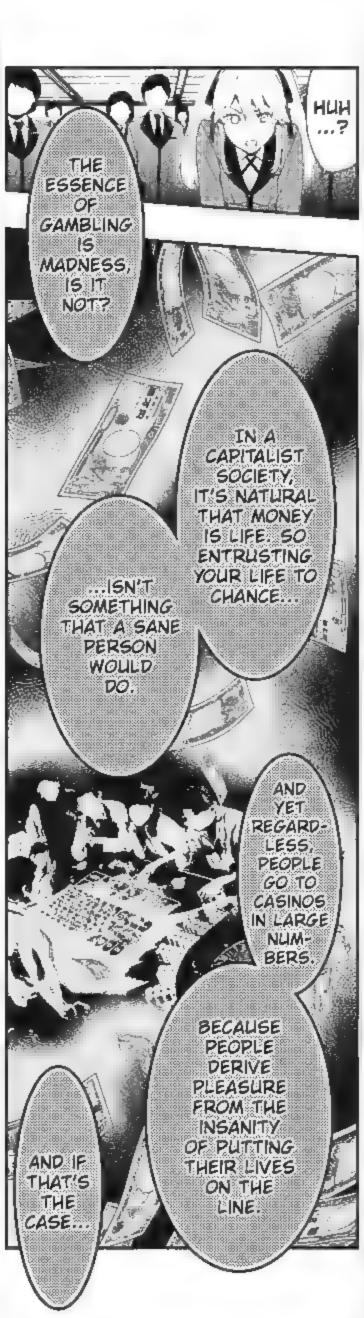


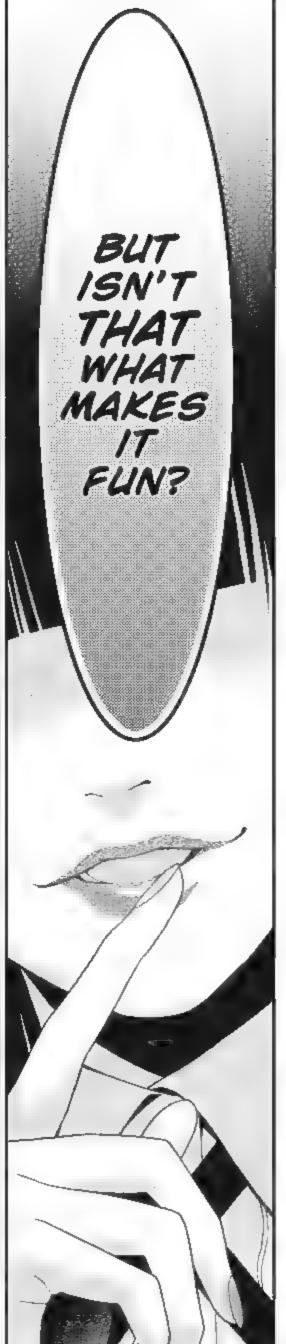


















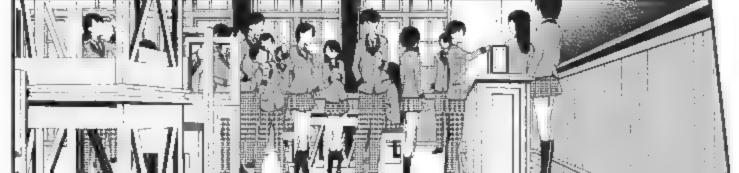




















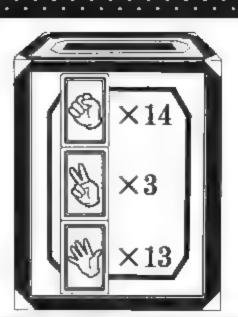
...THIS MANY ROCKS AND PAPERS.





THIS TIME, I'M MAKING THEM VOTE SO THAT I HAVE...

...WILL TURN OUT SOMETHING LIKE THIS.



THAT
WAY, IT'S
LIKELY
THAT THE
CARDS
IN THE
BOX...

THE ONLY
PROBLEM
WILL BE IF
I DON'T
GET ANY
PAPER...

THERE WILL

BE FEW, IF ANY,

SCISSORS IN

THE VOTING BOX,

MAKING THE

CHANCES OF

JABAMI DRAWING

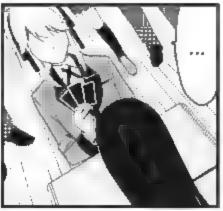
ONE AND USING

IT SLIM, SO...

...IF
I PLAY
PAPER,
AT THE
VERY
LEAST,
I WON'T
LOSE.























OH, I WOULDN'T DREAM OF 11!

ME TO END THE GAME IN A STALE-MATE ...

SMACK TALK?













THIS ROUND
OF ROCK PAPER
SCISSORS IS FOR
10,000,000
YEN...!

LET'S BEGIN!







TAKING OUT THE MONEY I LOST... NOW, THEN. LET'S HASH OUT THE WINNINGS.

THAT WILL BE 8,800,000 YEN. TO PAY UP.











ALL RIGHT, THEN.

NAVE A NICE DAY, EVERY-ONE.

IT PAID,

SINCE I WAS ABLE TO SEE

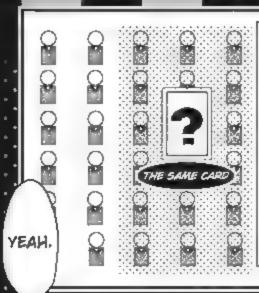
YOUR FACE LIKE THAT.







I KNEW
RIGHT
AWAY THAT
SAOTOMESAN WAS
CONTROLLING
THE VOTES.



IF
SHE CAN'T
GET THEM
TO VOTE
FOR THE
SAME CARD,
THE TRICK
WOULDN'T
WORK,

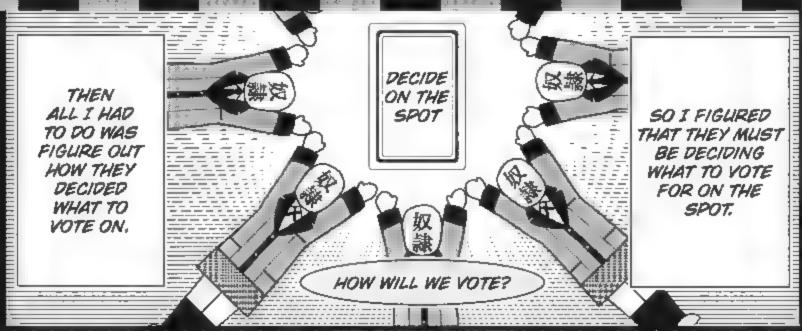
BUT ON
THE OTHER
HAND,
HAVING TO
REMEMBER
A PARTICULAR
ORDER OF
CARDS THAT
WOULD BE
VOTED FOR
WOULD BE
DIFFICULT.



HOWEVER,
AS FAR AS
I COULD
TELL FROM
OBSERVING
SAOTOMESAN, THERE
WAS NO
REGULAR
PATTERN TO
WHAT CARDS
WERE VOTED
FOR.

FOR THIS EXAMPLE, LET'S ASSUME SAOTOME-SAN HAD TWENTY PEOPLE VOTING FOR HER.

HEE
HEE.
THAT'S
SOMETHING I
WORKED
HARD
TO
FIGURE
OUT...



.PAOPUTTIANIDE ROLLOWARD.



SHE DIDN'T USE ANY SORT OF SIGNAL OR SIGN FOR HER FOLLOWERS.



I CLOSELY
OBSERVED
SAOTOMESAN AS
I USED
UP MY
ORIGINAL
120 CHIPS.



I HAD
OBSERVED
THE CROWD
WITH THAT
IN MIND, BUT
COULDN'T FIND
ANYONE WHO
WOULD BE
GIVING OUT
THE SIGN.



IF THAT'S
THE CASE,
THERE HAD
TO BE A
PARTICULAR
PERSON THAT
ALL OF HER
FOLLOWERS
WOULD LOOK
AT.

THEY WEREN'T STARING AT ME.



...BUT
THEN, I
FINALLY
REALIZED
SOMETHING.

I
THOUGHT
IT WAS
ONLY
NATURAL
THAT THE
PEOPLE
IN THE
ROOM
WERE
STARING
AT ME,
SINCE
I WAS
GAMBLING.









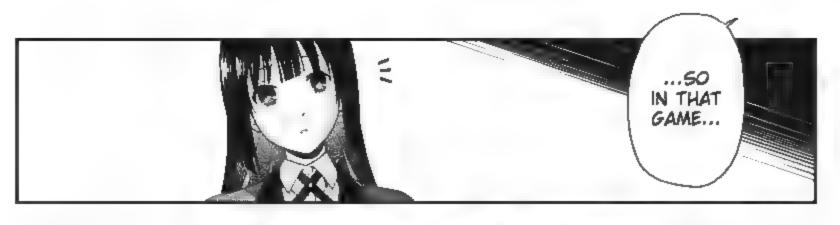












SINCE ...IF YOU IF SAOTOME THINK ABOUT YOU HAD WAS GOING IT, THERE KEPT QUIET, TO PLAY REALLY WAS YOU COULD PAPER, IF NO MERIT HAVE WON YOU COULD GET IN TELLING AT LEAST SCISSORS, HALF OF THE GAMES ... SAOTOME YOU'D THAT YOU'D PROBABLY FIGURED OUT WIN THE HER TRICK. WHOLE GAME.



























CHAPTER TWO A BORING GIRL

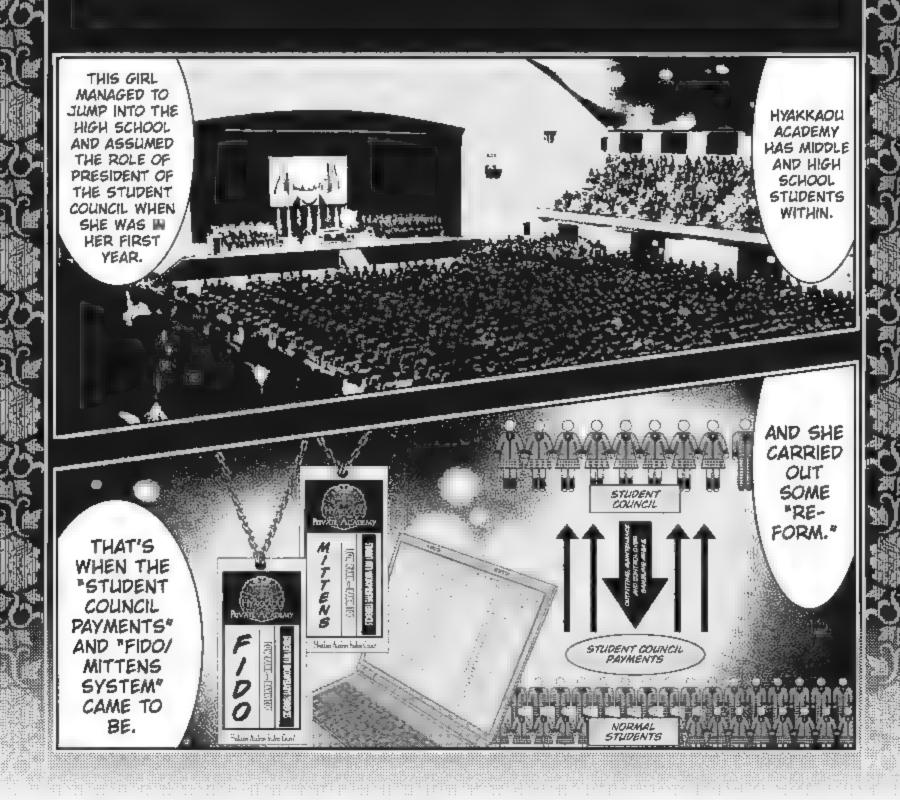
VENDONEERINE, LOSER, DOLOG VELSUL VIND VINS













16

YEAR?























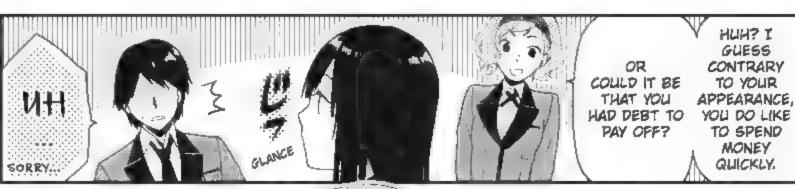




















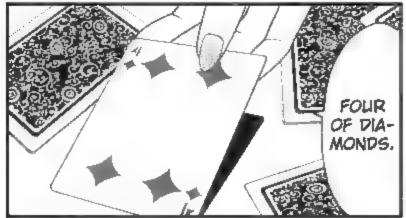






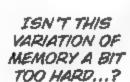














I WANT TO NOW SEE A FOUR IT'S OF HEARTS MY OR FOUR OF TURN. DIAMONDS!

WIN CONDITIONS

SO THAT MEANS THE ONLY REAL WAY TO WIN IS TO REMEMBER ALL OF THE CARDS YOU'VE FLIPPED OVER BEFORE ... BUT THERE'S NO WAY SOMEONE COULD REMEMBER THE LOCATIONS OF 103 DIFFERENT CARDS.

GET LUCKY AND DRAW THE MATCH WITH 1/103 CHANCE

Or

MEMORIZE ALL 103 CARD POSITIONS

SINCE
THERE'S
ONLY ONE
CARD YOU
CAN MAKE
A MATCH
WITH, THE
CHANCES
OF GETTING
A MATCH
BY LUCK IS
1/103.

BOTH ARE SUPER HARD!









THE KING OF DIAMONDS AND THE THREE OF SPADES.

































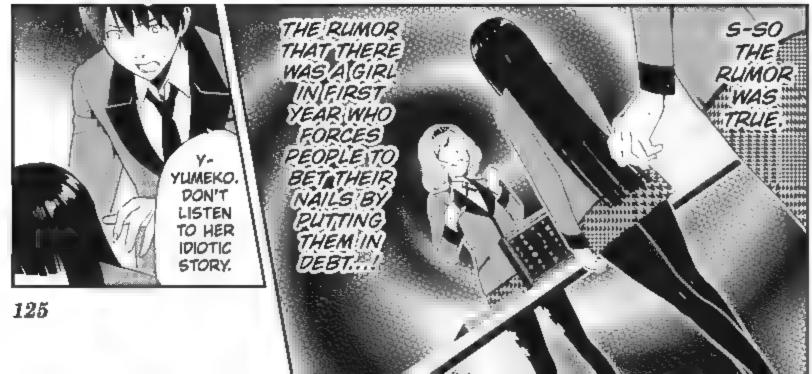


























NO, THERE'S
DEFINITELY
REASON TO
BE CAREFUL.
HER NAILS
ARE ON THE
LINE....



THERE'S
NO POINT IN
FRETTING
OVER THE
FIRST CARD.
HURRY UP
AND PICK
ONE!

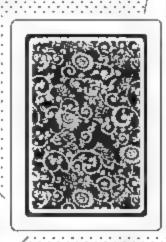




THERE'S
ONE THING
ABOUT
THEM
THAT'S
DIFFERENT
FROM
NORMAL
CARDS.

BUT THE
TRUTH OF
THE MATTER
IS, IT'S A
SPECIAL DECK
FROM A LINE
THAT I'VE
PERSONALLY
CREATED.

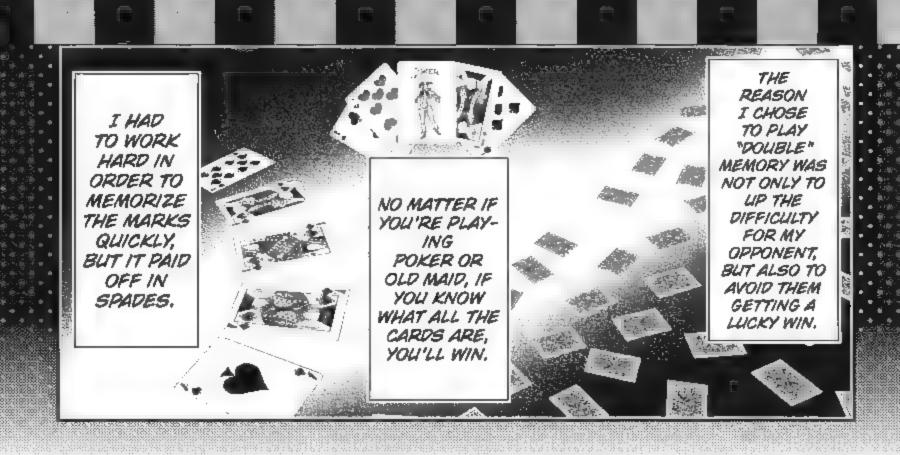


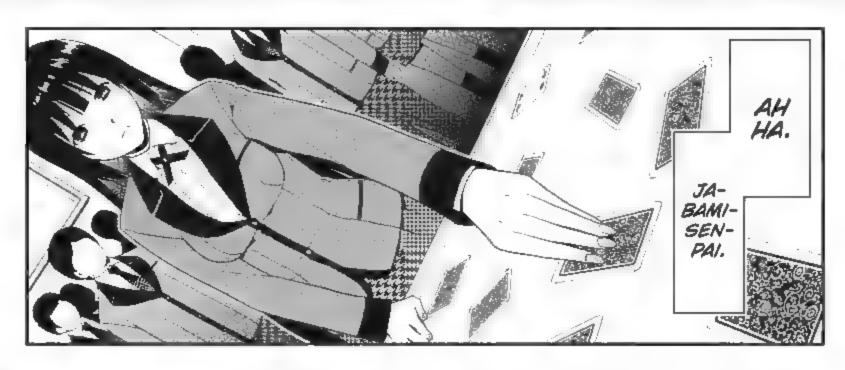


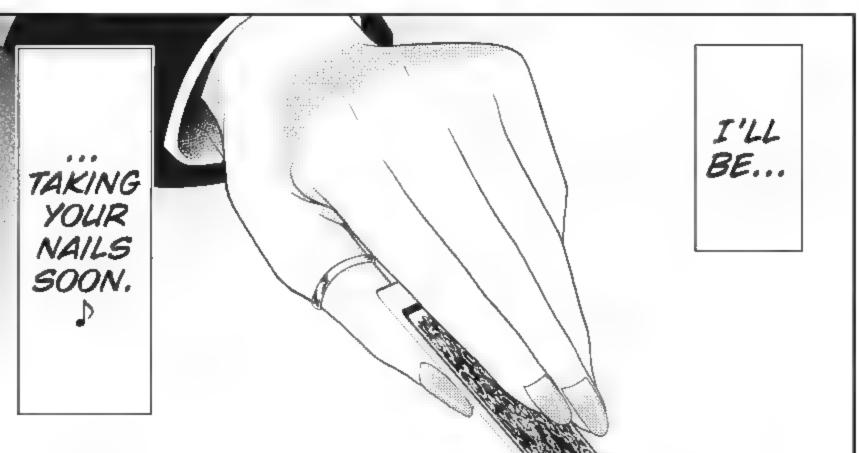


AT FIRST
GLANCE,
ONE OF
THE DECKS
WE'RE USING
MIGHT NOT
LOOK ANY
DIFFERENT
FROM MY
COMPANY'S
NORMAL
CARDS.

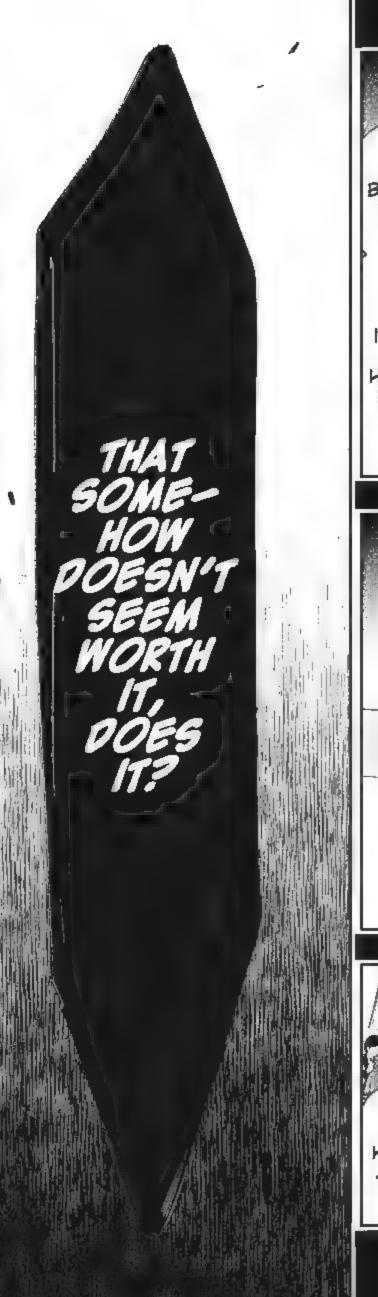




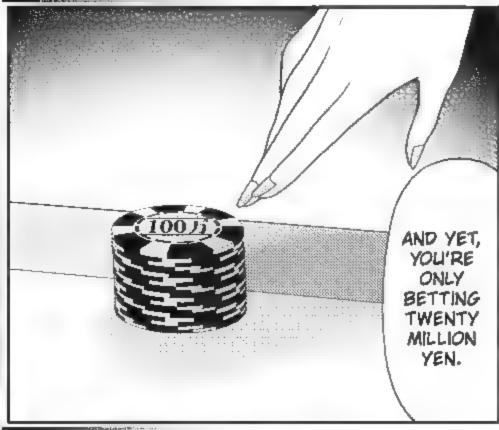


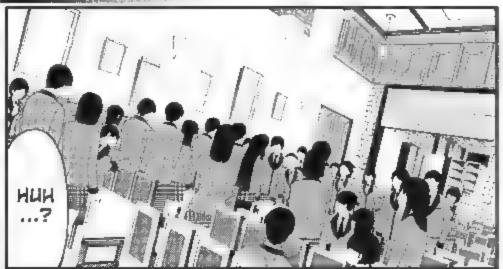




















WITH
THINGS THE
WAY THEY ARE,
I'LL HAVE TO
FLIP OVER ALL
OF THE CARDS
ON MY TURN,
AND COLLECT
THEM. THEN, I'LL REPLACE THEM WITH A NORMAL ...THIS IS BAD. DECK. THAT'S ALL I CAN DO... ONCE I TAKE MY TURN... YUME-KO ...?

























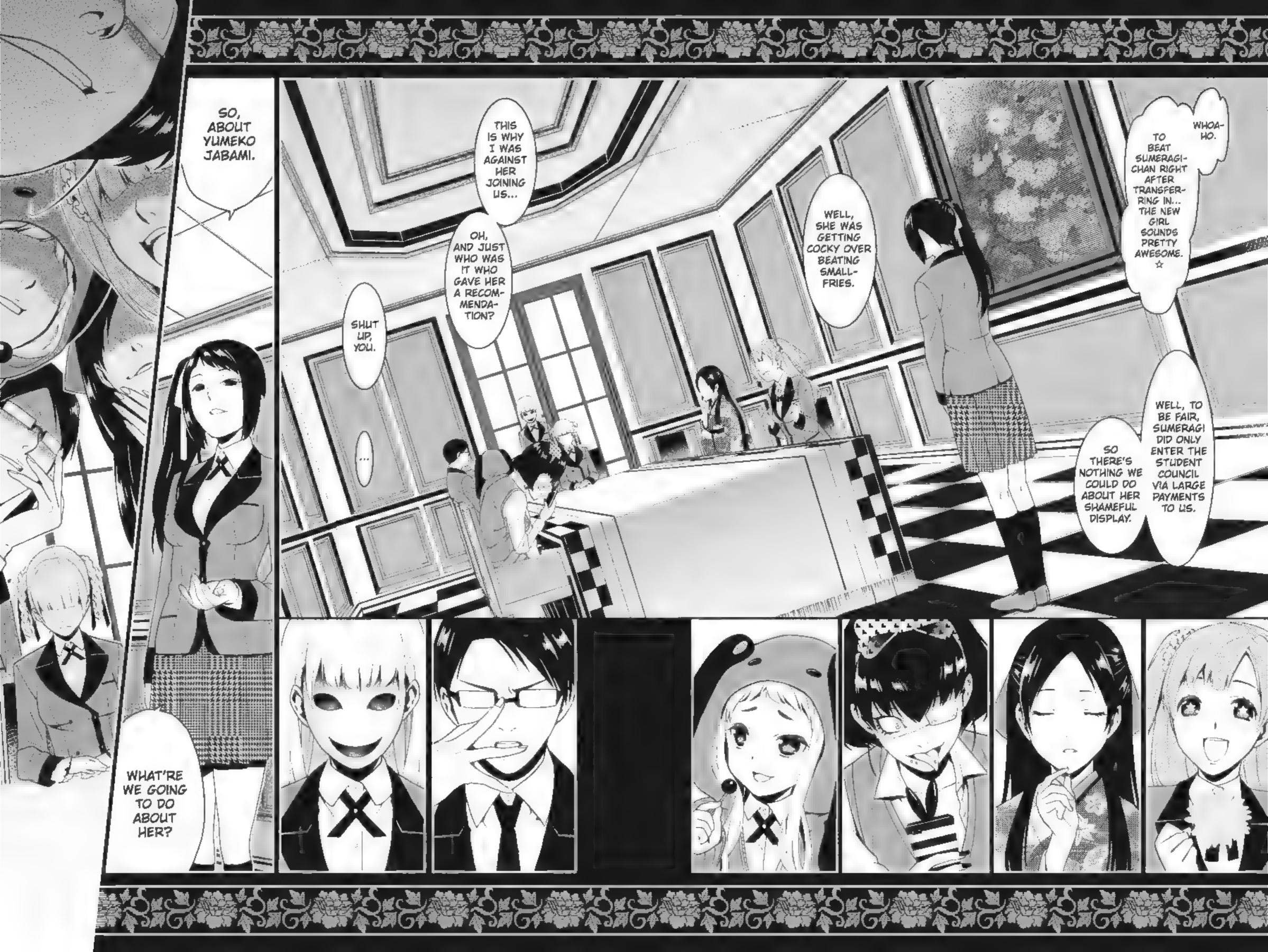


















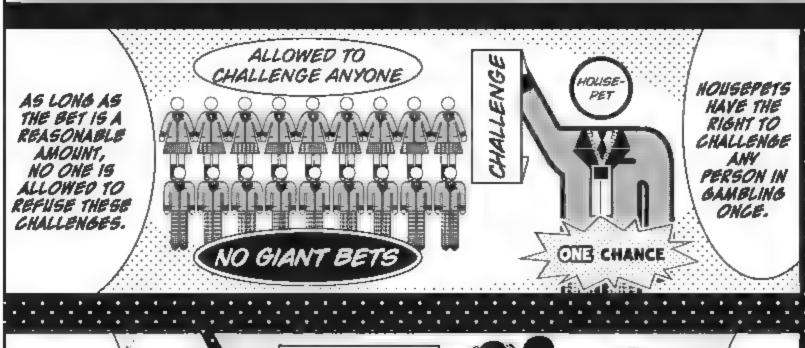




















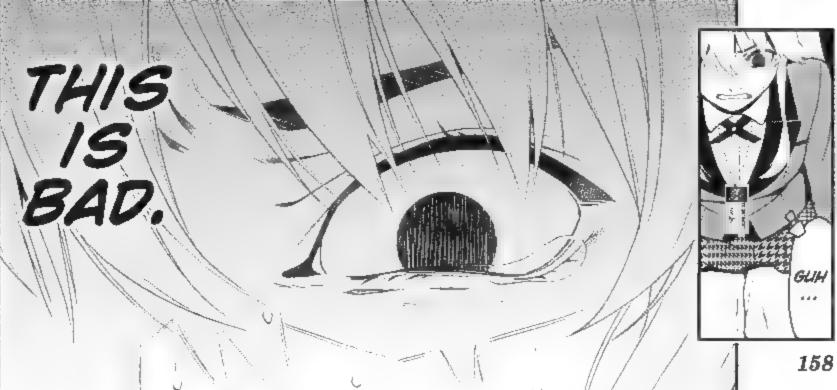




TO TURN THINGS AROUND.



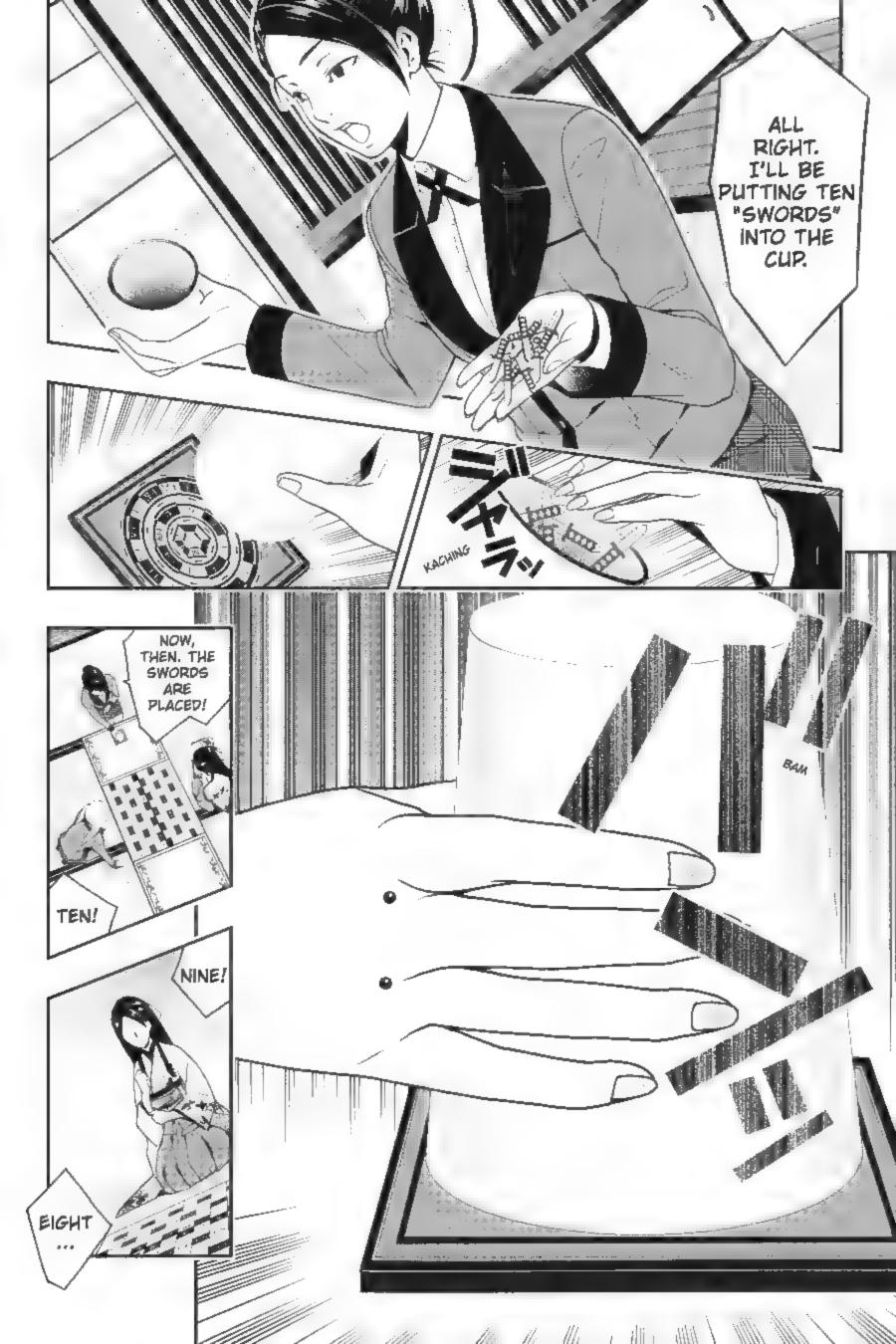




























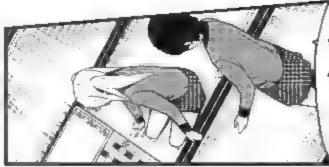








ugh!



SACTOME-SAMA, ALLOW ME TO SHOW YOU THE WAY OUT.











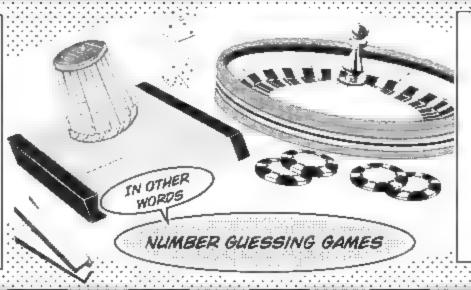








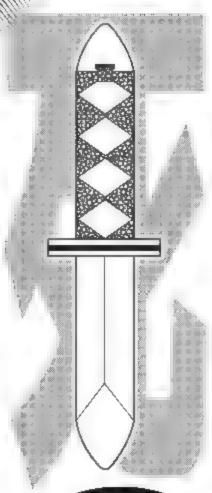
HOWEVER, THE INTERESTING PART ABOUT "LIFE OR DEATH" IS...



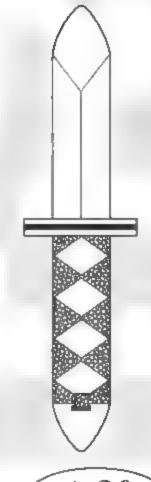
PUT
SIMPLY, IT'S
A GAME LIKE
ROULETTE OR
DICE WHERE
YOU TRY TO
GUESS THE
NUMBER THAT
WILL COME
UP.

WHEN THE
SWORD
IS FACING
DOWNWARD,
IT'S
CONSIDERED
"DEATH,"
AND YOUR
LOSSES
INCREASE
BY THIRTYFOLD.

IN OTHER
WORDS, YOU
PAY YOUR
OPPONENT
THIRTY TIMES
AS MUCH.



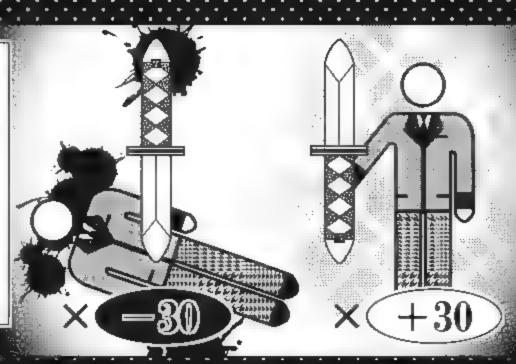




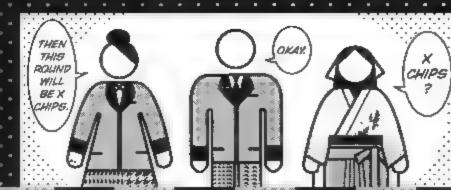
 $\times (+30)$

...WHEN
THE SWORD
IS FACING
UPWARD,
IT'S
CONSIDERED
"LIFE,"
AND YOUR
WINNINGS
INCREASE
BY THIRTYFOLD.

WHEN
YOU GET
"DEATH,"
THE BLADE
STICKS
INTO YOU
AND YOU
GET
INJURED.
THAT'S
THE IDEA
BEHIND
THE GAME.



WHEN
YOU GET
"LIFE,"
YOU
TAKE THE
SWORD
INTO
YOUR
HANDS
AND CAN
ATTACK
YOUR OPPONENT.



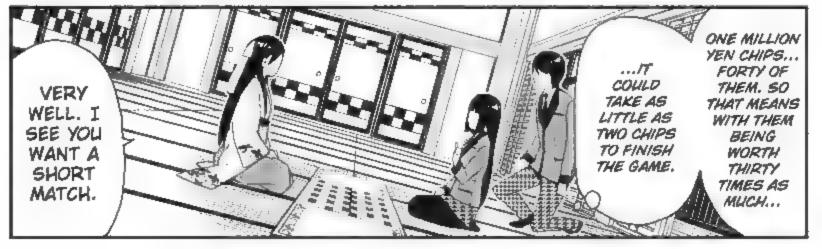
BEFORE
EACH GAME,
BOTH PLAYERS
MUST AGREE ON
THE AMOUNT OF
CHIPS TO BET.

THERE IS A SPECIFIC RULE REGARDING BETTING...

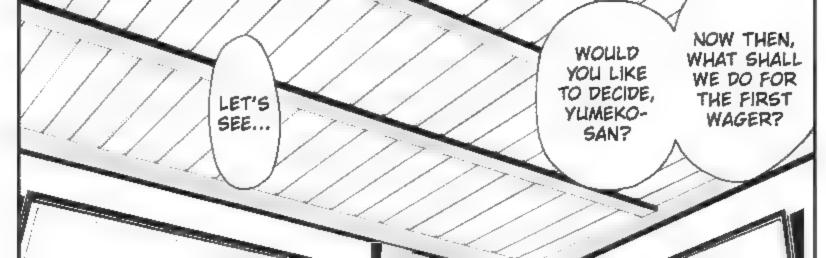




CHIP (TOP): HYAKKAGU PRIVATE ACADEMY, (BOTTOM) STUDENT COUNCIL ISSUE



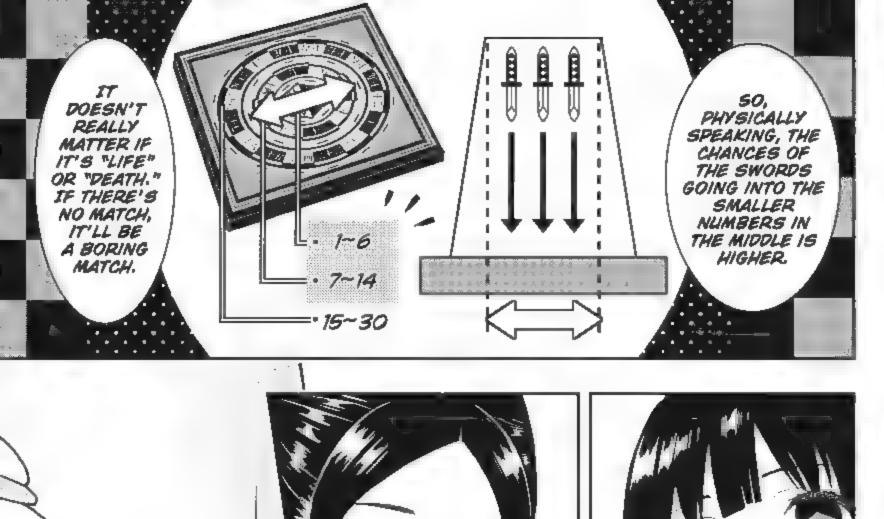




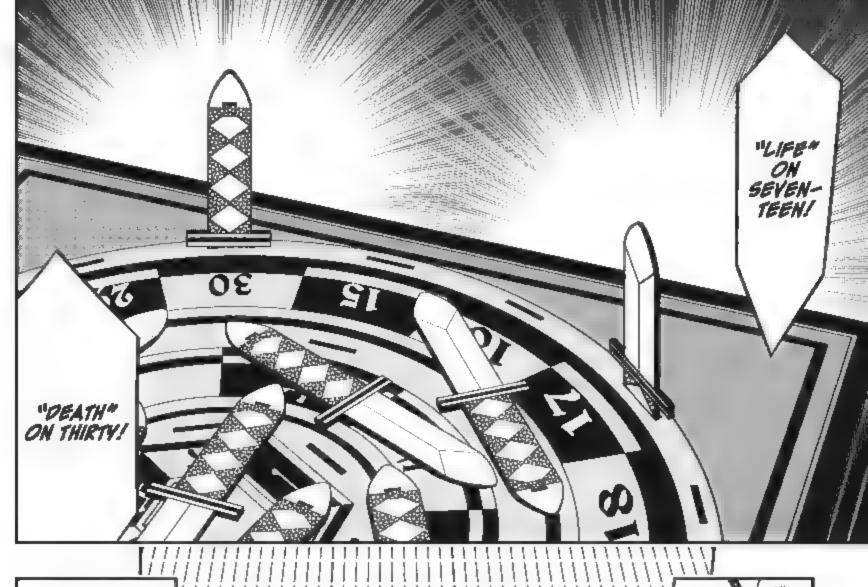














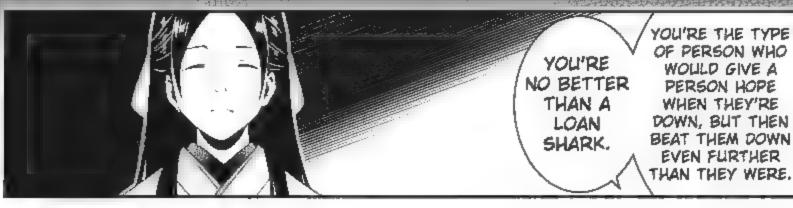
















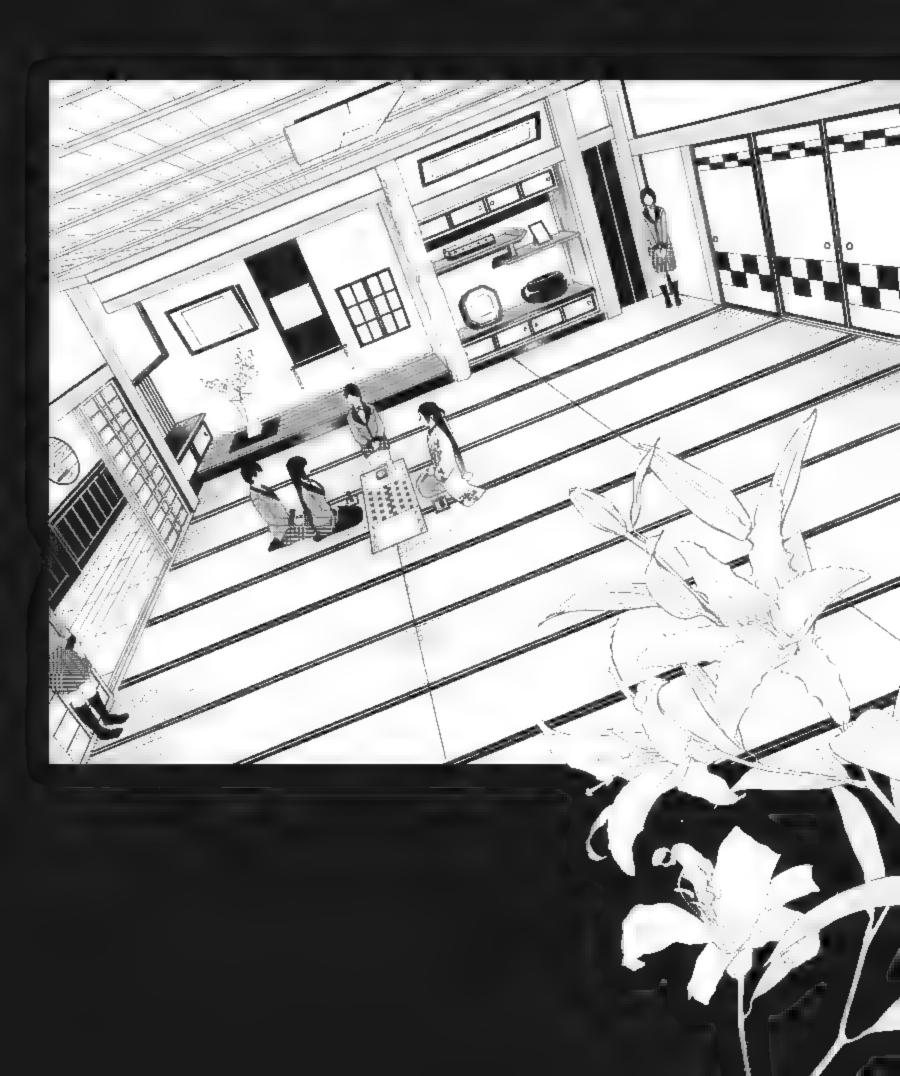








CHAPTER FOUR THE CRAZED GIRLS OF HYAKKAOU ACADEMY









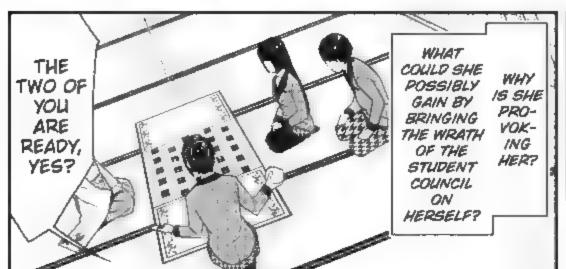






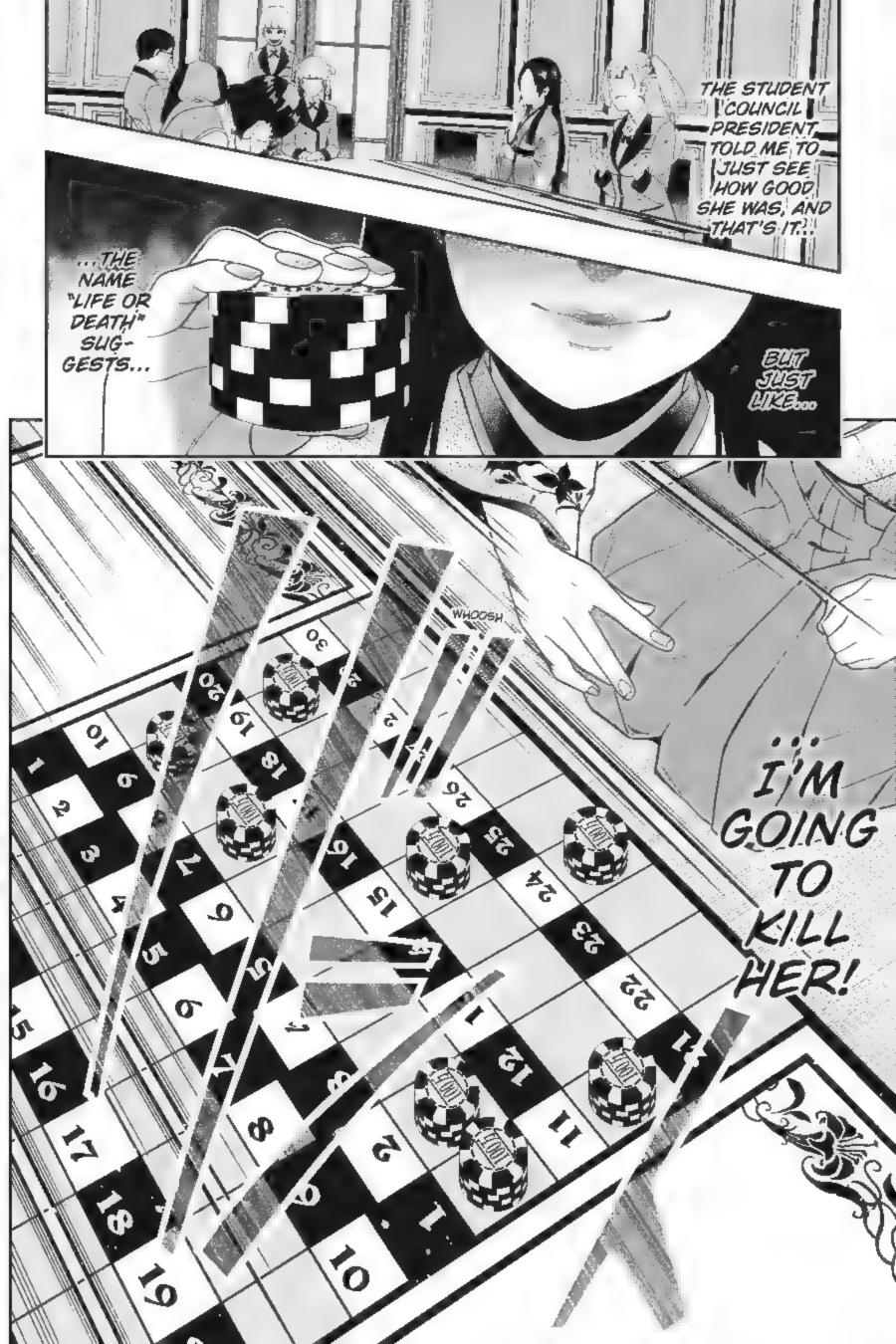














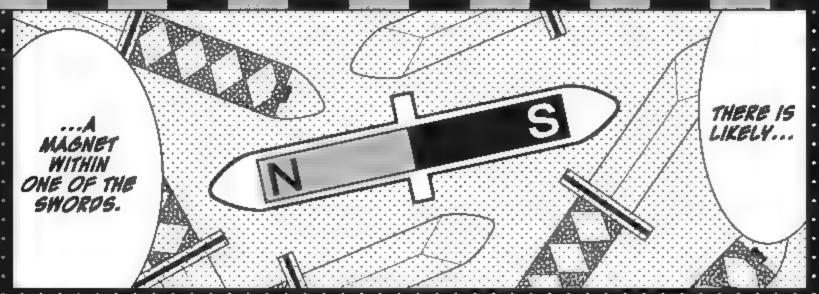
...WAS JUST... EVERY-THING I SAID...

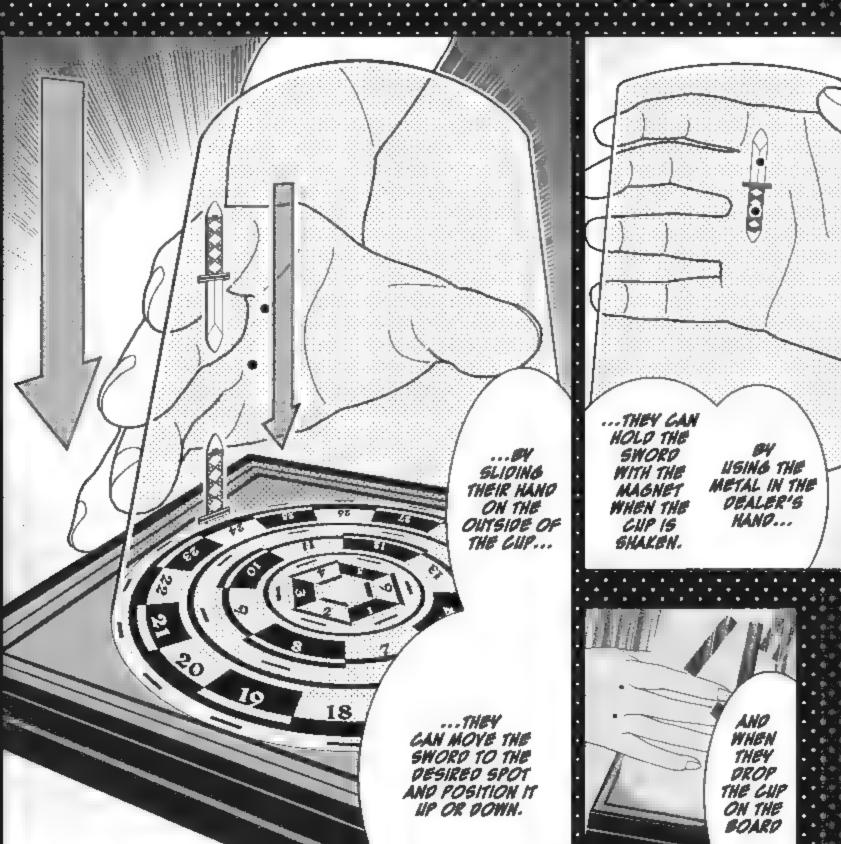




































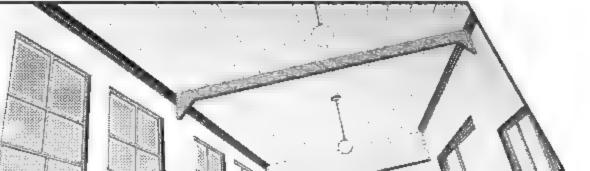




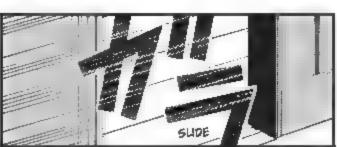




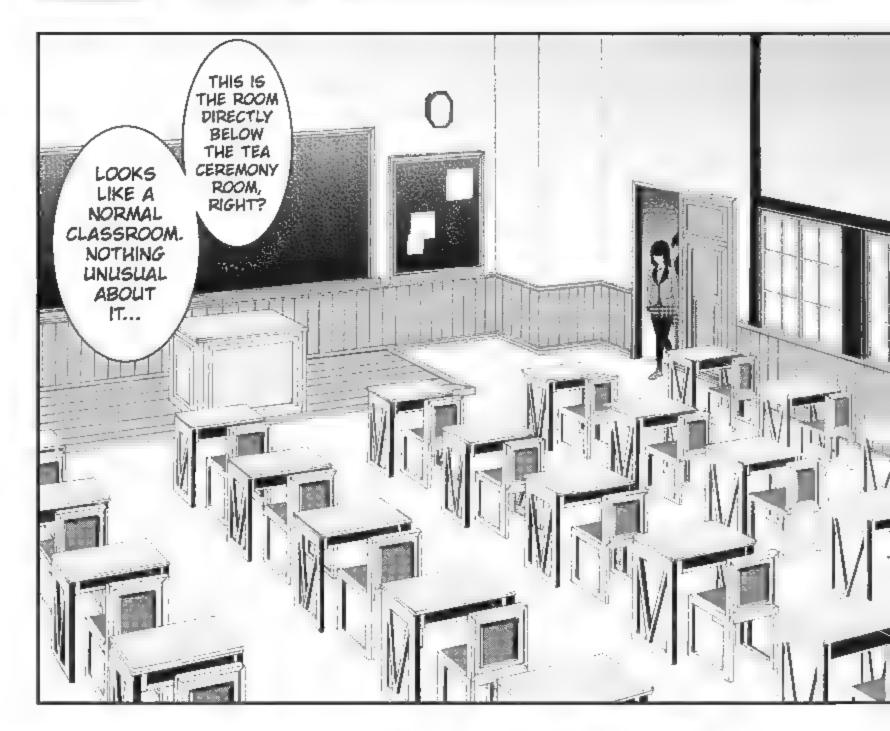




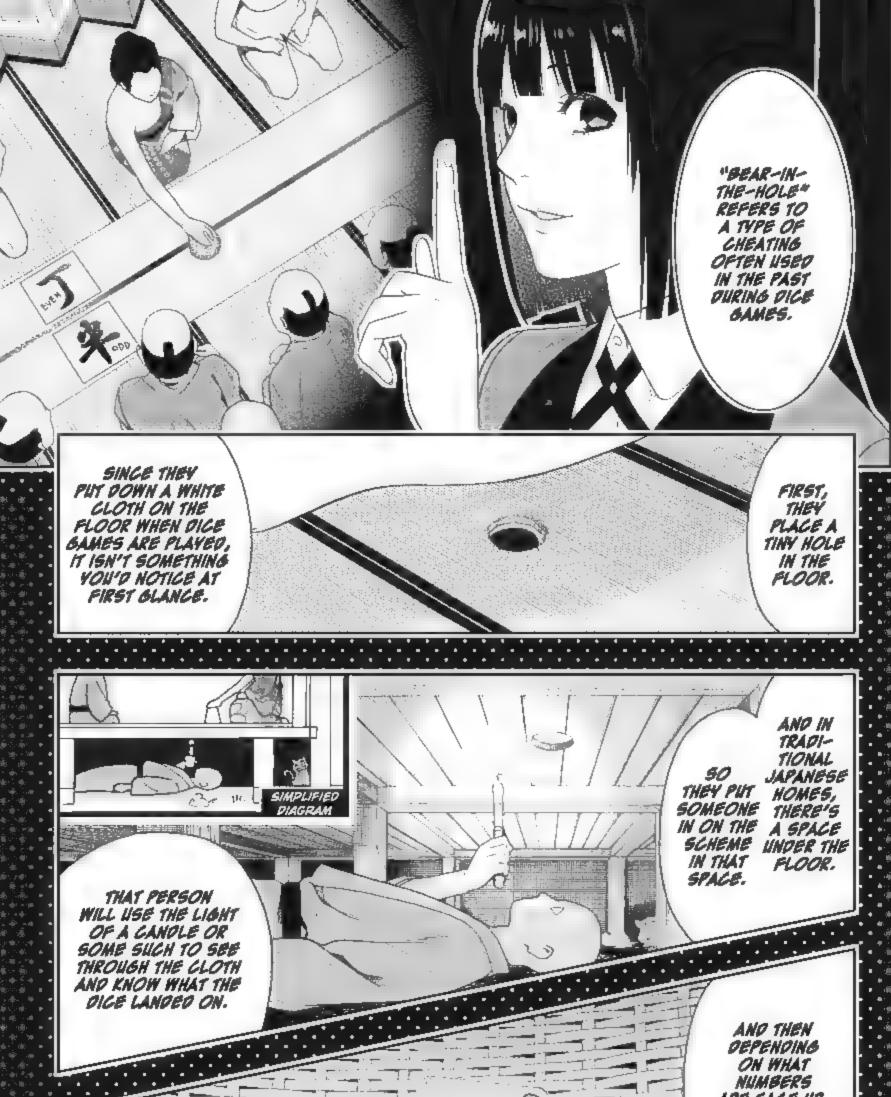


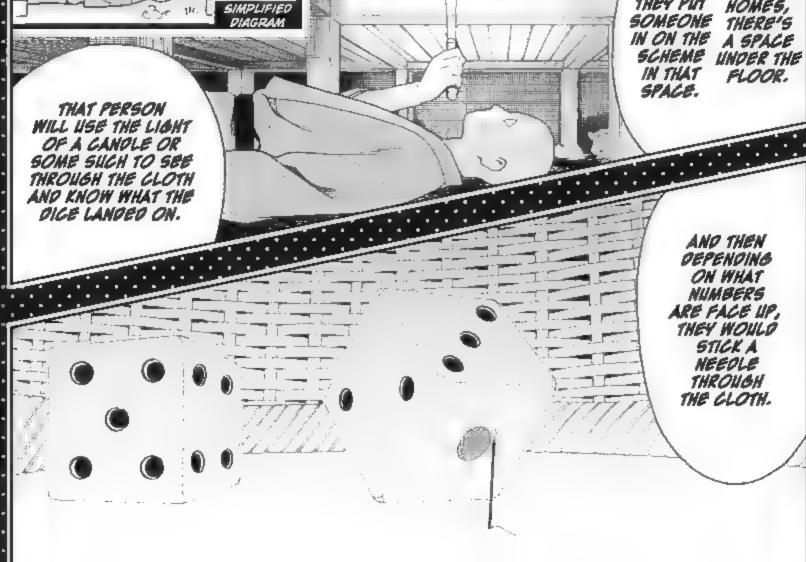


















NORMALLY,
THAT'S
NOT THE KIND
OF THING ONE
CAN EVEN
IMAGINE...MUCH
LESS CARRY
OUT...NOT
EVEN FOR
A SECOND.

ONLY...

CRAZY
PERSON
WOULD
DO
SOMETHING
LIKE
THAT.





















RUSSIAN COFFEE (800 YEN)

A HIGH-CLASS COFFEE THAT USES THE HIGHEST QUALITY COFFEE BEANS.









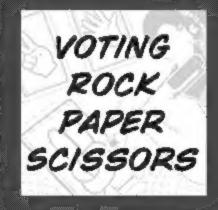


ONLY ONE CUP HAS SOMETHING STRANGE IN IT. THIS IS AN END-OF-THE-VOLUME BONUS COMIC. *THIS HAS NO MAID CAFE HYAKKAOU RELATION TO THE ACTUAL STORY 50 I WOUND UP HERE AGAIN ... HEL **44H.** LOT SAO-TOME TNHW MAID ARE YOU WENT POIN4 "UGH" HEREI? AT ME. PLL JUST SAY THIS NOW. I'M ONLY POIN4 THIS BECAUSE THE R4Y 15 400P. YA HEAR!? I SAID NOTHING OF THE SORT... THIS ISN'T **SOME HOBBY** OF MINE OR ANYTHING!



GAMBLING, THAT IS MY RAISON D'ÊTRE.

This is a heavily luck-reliant game. As Suzut-kun says in the comic, because of an "uncertain reading," it really difficult to guess what your opponent has in their hand based solely on the three cards in yours, so it ends up feeling relatively close to normal Rock Paper Scissors. It certainly takes a long time to play even one round of it, so it might be worth playing it when you've got ten million yen or more on the line, but it certainly isn't something you could use to, say, choose the order in which people take their baths in your family.



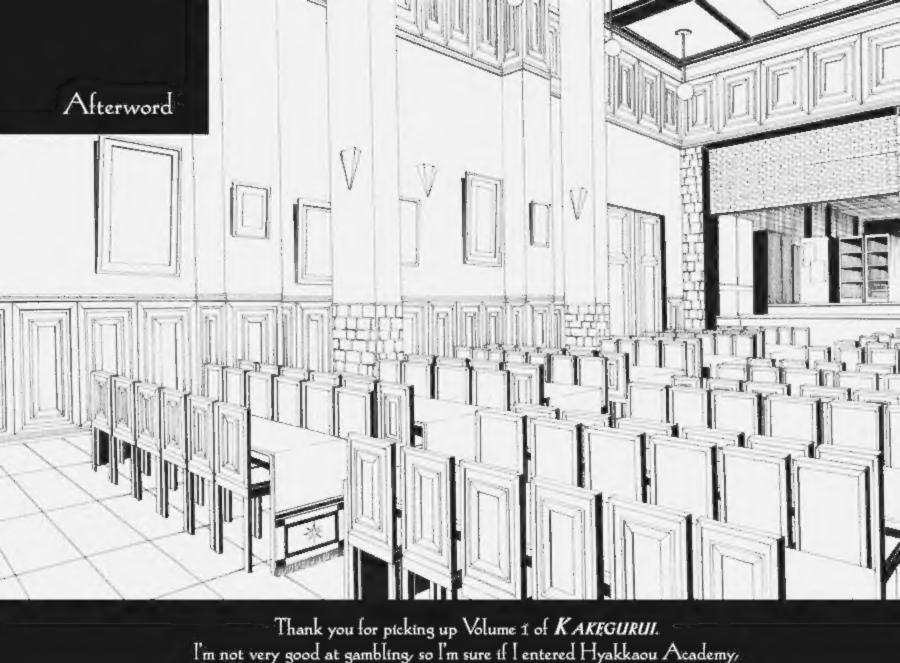


This is a game where the difference in skill speaks loudly. When playing this for real, it is pretty difficult. It takes a lot of time to get even a single pair, so the game would never end. It isn't really stressed in the comic yet, but Itsuki-san has a really good memory. I could never play this game that well.

The rules of this are very similar to roulette, except you can get different sides of the sword. Since you can guess the right number and still get a penalty, it is a bit strange. Originally, it was supposed to be a game where you keep betting small amounts of money, enjoying the alternating results. But if it involves one million yen chips like Yumeko suggested, things wind up how they did in this volume. Oh, and the dealer from the Traditional Culture club is absolutely beautiful.



Thank you very much for buying Kakegurui Volume 1. Kakegurui is a manga that I put all of my favorite elements into, so nothing would make me happier than for you all to really enjoy this book. You have my thanks, comrades! I'm going to keep on exploring this hobby of mine in this series, so I'd love it if you strapped yourself in for the long haul. I'd like to thank everyone who helped me out during the writing of Kakegurui. First and foremost, Naomurasensei and his assistants who made this manga even better than the idea I had in mind, with the elaborate yet bold, cute but powerful artwork. Next, my editors Sasaki-sama and Yumoto-sama who helped me with all kinds of things, like pointing out problems in my layouts, pushing me to meet deadlines, coming up with the subtitle for the series, and overall having an excellent influence on me. My friend, the manga creator Eiyuu Takenaka-kun, who gave me the chance to be his assistant, leading me into the manga industry. And then my brother, the writer Hikaru Takeno, who helped me come up with ideas for the creation and development of this series. Also my mother. And Tanaka. Without all of you, I doubt I would've been able to write a manga worth getting turned into a book like this. Thank you all so much, and I hope you will continue to support me in the future.



Thank you for picking up Volume 1 of KAKEGURUI.
I'm not very good at gambling, so I'm sure if I entered Hyakkaou Academy,
I would soon be made into a housepet like Suzui was.
Though, being abused by a girl like Mary might not be that bad...
I think. (LOL)



COMMON HONORIFICS

no honorific: Indicates familiarity or closeness; if used without permission or reason, addressing someone in this manner would constitute an insult.

-san: The Japanese equivalent of Mr./Mrs./Miss. If a situation calls for politeness, this is the fail-safe honorific.

-sama: Conveys great respect; may also indicate that the social status of the speaker is lower than that of the addressee.

-kun: Used most often when referring to boys, this indicates affection or familiarity. Occasionally used by older men among their peers, but it may also be used by anyone referring to a person of lower standing. -chan: An affectionate honorific indicating familiarity used mostly in reference to girls; also used in reference to cute persons or animals of either gender.

-senset: A respectful term for teachers, artists, or high-level professionals.

-senpat: A suffix used to address upperclassmen or more experienced coworkers.

Yen conversion: While exchange rates fluctuate daily, a convenient conversion estimation is about ¥100 to 1 USD.

Hyakkaou Private Academy: In Japanese, hyakkaou means "one hundred flowers"—thus, all the classrooms in the school are named after different kinds of flowers.

Fido/Mittens: In the original, male housepets are called "Pochi"—
a common Japanese name for dogs—and female housepets are called
"Mike"—a common Japanese name for calico cats, which, due to
genetics, are nearly always female.

Yumeko Jabami: The Japanese kanji that make up Yumeko's full name have interesting meanings. "Yume" means "dream" and "jabami" means "to eat a snake."

PAGE 200

In the original Japanese, Yumeko says that the even numbers, six and eight, are missing between the others, and if you put together the Japanese kanji for "missing" and "between," you get the word "stupid." To provoke Nishinotouin, Yumeko is stating that she has a stupid name.



HOMURA KAWAMOTO TORU NAOMURA

Translation: Matthew Alberts Lettering: Anthony Quintessenza

This book is a work of fiction. Names, characters, places, and incidents are the product of the author's imagination or are used fictitiously. Any resemblance to actual events, locales, or persons, living or dead, is coincidental.

Kakegurui vol. 1 @2014 Homura Kawamoto, Toru Naomura/Square Enix Co., Ltd. First published in Japan in 2014 by Square Enix Co., Ltd. English translation rights arranged with Square Enix Co., Ltd. and Hachette Book Group through Tuttle-Mori Agency, Inc.

Translation @2015 by Square Enix Co., Ltd.

All rights reserved. In accordance with the U.S. Copyright Act of 1976, the scanning, uploading, and electronic sharing of any part of this book without the permission of the publisher is unlawful piracy and theft of the author's intellectual property. If you would like to use material from the book (other than for review purposes), prior written permission must be obtained by contacting the publisher at permissions@hbgusa.com. Thank you for your support of the author's rights.

Yen Press Hachette Book Group 1290 Avenue of the Americas New York, NY 10104

www.HachetteBookGroup.com www.YenPress.com

Yen Press is an imprint of Hachette Book Group, Inc. The Yen Press name and logo are trademarks of Hachette Book Group, Inc.

The publisher is not responsible for websites (or their content) that are not owned by the publisher.

First Yen Press ebook Edition: August 2015

ebook ISBN: 978-0-316-26800-4

App ISBN: 978-0-316-26803-5